Fig. 1

100

106

Input
device

108

output
device

110

disk

processor

memory

graphics
processor

102

104

112

Fig. 2

200

208

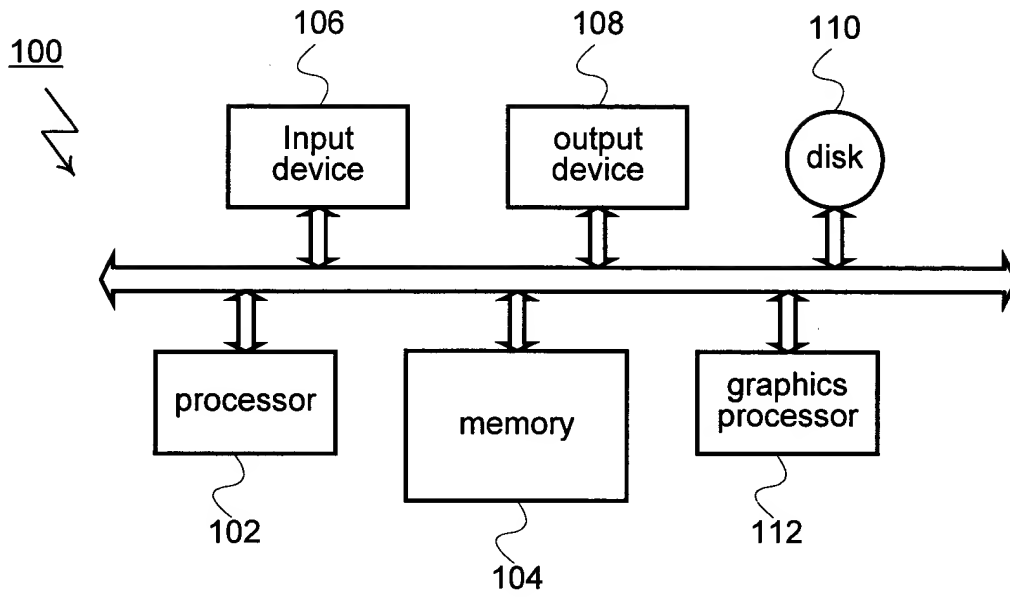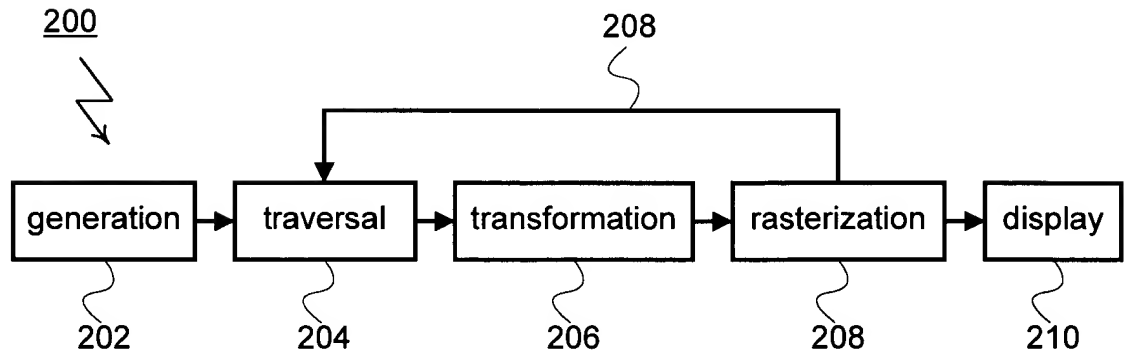generation → traversal → transformation → rasterization → display
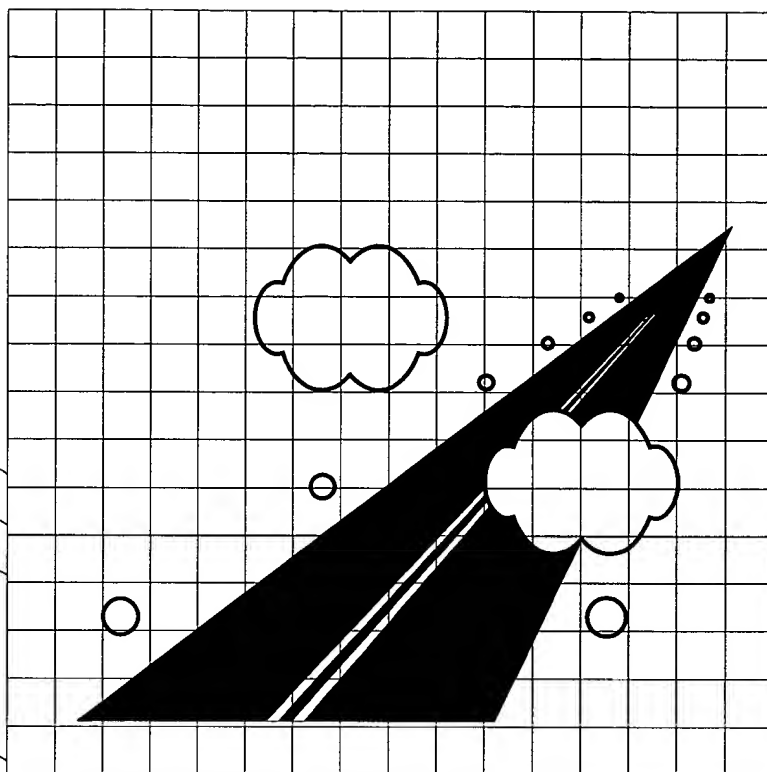
202

204

206

208

210

Fig. 3

_300_

306a

306b

306c

304

302

345 422

Fig. 4

400

start — 402

depth sort objects — 404

get first object — 406a

create surrogate volume — 408

transform to eye space — 410

get depth value — 412

414 — object occluded? — N → render object — 416

406c — get next object ← more objects? — 406b

N

stop — 418